ENTERACTIVE™ VIDEO GAMES

NES-WL-USA

Who framed ROGER RABBIT™

INSTRUCTION BOOKLET

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FOR PLAY ON THE

Nintendo

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- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

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INTRODUCTION

YOU'VE SEEN THE MOVIE. YOU KNOW THE STORY.

A HEARTBROKEN, HOLLYWOOD "TOON" STAR IS ACCUSED OF MURDERING ONE OF THE MOST POPULAR MEN IN TOWN. THE SAME MAN WHO WAS, JUST 24 HOURS EARLIER, SEEN PLAYING "PATTYCAKE" WITH OUR STAR'S LOVELY AND MYSTERIOUS WIFE. IT'S AN OPEN AND SHUT CASE, RIGHT? WRONG!

THIS IS WHERE YOUR JOB BEGINS. YOU MUST SEARCH HIGH AND LOW THROUGH DOWNTOWN LOS ANGELES, THE CITY PARK, THE WAREHOUSE DISTRICT AND EVEN TOONTOWN LOOKING FOR CLUES TO HELP EDDIE PROVE THAT ROGER IS INNOCENT. YOU HAVE TO UNEARTH ALL FOUR PAGES OF MARVIN'S MISSING WILL THAT WILL GUARANTEE TOONTOWN'S FUTURE FOREVER. AT THE SAME TIME, YOU MUST ALSO KEEP THE WEASELS FROM GETTING ROGER, PROTECT JESSICA FROM THE DREADED DIPMOBILE AND HELP EDDIE STAY OUT OF JAIL. AS IF THAT'S NOT ENOUGH, YOU MUST COLLECT THE RIGHT WEAPONS, ACCESSORIES AND FACTS THAT WILL ENABLE YOU TO DEFEAT JUDGE DOOM IN THE FINAL CONFRONTATION.

YOU'LL HAVE TO CALL UP ALL OF YOUR GAME PLAYING AND SUPER-SLEUTH DETECTIVE ABILITIES TO GET YOU THROUGH THIS ONE... AND THERE'S STILL NO GUARANTEE. IN THE END, THE JOKE COULD BE ON YOU.

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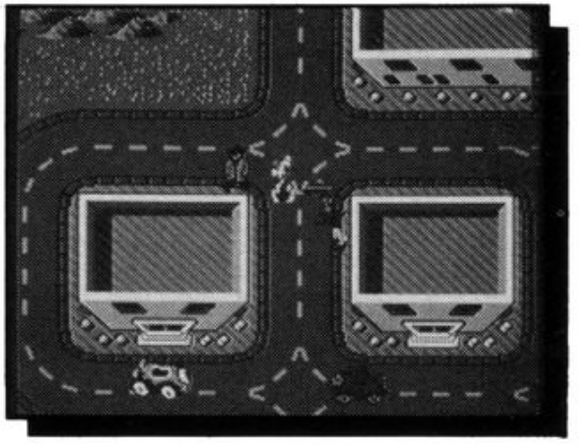
1 GAME GUIDE



"WHO FRAMED ROGER RABBIT?" IS AN ACTION/ADVENTURE/DETECTIVE GAME WHICH WILL LEAD YOU ON A MERRY CHASE THRU THE FOUR SECTIONS OF 1940'S GREATER LOS ANGELES. EACH OF THESE SECTIONS WILL REQUIRE THE PLAYER TO EXPLORE MANY DIFFERENT ROOMS, BUILDINGS AND OUTDOOR LOCATIONS FOR HIDDEN CLUES TO THE CASE. THE OVERALL OBJECT IS SIMPLE. ALL YOU HAVE TO DO IS PUT AN END TO JUDGE DOOM'S EVIL PLAN BEFORE HE CAN "DIP" ROGER AND JESSICA. SOUNDS EASY ENOUGH. THE CATCH IS THAT BEFORE YOU CAN EVEN CHALLENGE DOOM, YOU MUST FIRST LOCATE ALL FOUR PIECES OF THE WILL, AS WELL AS COLLECT THE WEAPONS NEEDED TO BEAT HIM AND HIS BAD BUDDIES. ALL THE WHILE YOU ARE DOING THIS, YOU MUST ALSO BE CAREFUL NOT TO LET ROGER GET CAPTURED OR EDDIE GET ARRESTED.

THE GAME HAS TWO DIFFERENT POINTS OF VIEW; THE OVERHEAD MAP SCREEN AND THE CLOSE-UP SIDE VIEW. THE OVERHEAD MAP SCREEN LETS YOU MOVE THRU THE FOUR DIFFERENT SECTIONS OF LOS ANGELES; THE CITY, THE PARK, TOONTOWN AND THE WAREHOUSE DISTRICT. THE CLOSE-UP SIDE VIEW CONTAINS A NUMBER OF DIFFERENT SHOTS, FROM THE EXTERIORS OF BUILDINGS TO INTERIOR HALLWAYS AND INDIVIDUAL ROOMS. IN BOTH THE OVERHEAD

MAP SCREEN AND THE CLOSE-UP SIDE VIEW YOU WILL FIND CLUES THAT WILL LEAD YOU TO OBJECTS AND SOMETIMES THE OBJECTS THEMSELVES. SOME OF THE AREAS IN BOTH TYPES OF SCREENS WILL BE OFF LIMITS UNTIL YOU HAVE A CERTAIN OBJECT IN YOUR POSSESSION AND YOU FIGURE OUT HOW TO USE IT.

THERE ARE LOTS OF OBJECTS TO COLLECT, HUNDREDS OF CLUES TO HELP YOU FIND THEM, AND A WHOLE NEW WORLD TO EXPLORE.

HOW TO PLAY

GAME START

AFTER THE LEGAL SCREEN SWITCHES TO THE OPENING TITLE, YOU CAN PRESS ANY KEY TO JUMP TO THE SELECTION SCREEN. ON THIS SCREEN YOU CAN CHOOSE TO START THE GAME OR ENTER A PASSWORD BY USING **SELECT** AND THE **START** KEY. IF THIS IS YOUR FIRST TIME, DO NOT PICK THE "PASSWORD" OPTION, JUST START THE GAME. IF YOU HAVE PLAYED THE GAME BEFORE AND RECORDED THE CODE THAT WAS DISPLAYED AT THE END OF THAT SESSION, YOU CAN START EACH NEW GAME WITH THE OBJECTS YOU COLLECTED EARLIER. AFTER SELECTING "ENTER PASSWORD", YOU CAN SCROLL BACK AND FORTH THROUGH THE POSSIBLE CHOICES FOR EACH CHARACTER USING THE LEFT AND RIGHT ARROWS ON THE CONTROL PAD. THE "A" OR "B" **BUTTON** WILL LOCK IN EACH CHARACTER AND THE **START** KEY WILL ENTER THE ENTIRE CODE TO BEGIN THE GAME.

THE FIRST THING YOU WILL SEE IS THE CLOSE-UP SIDE VIEW OF THE INSIDE OF EDDIE'S OFFICE. ROGER WILL COME INTO THE ROOM FROM THE BOTTOM OF THE SCREEN AND YOU ARE READY TO PLAY.

3 CLOSE-UP SIDE VIEW

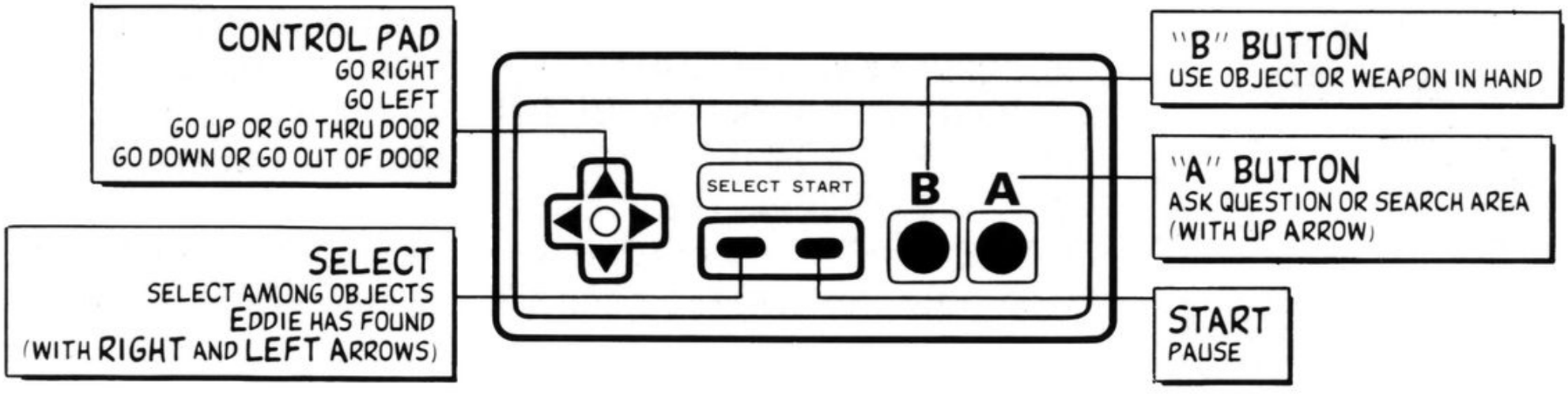
YOU CAN NOW USE THE CROSSKEY TO MOVE EDDIE AROUND THE ROOM OR EXIT BY HEADING OFF THE BOTTOM OF THE SCREEN. IN THE ROOM, YOU CAN SEARCH THRU DRAWERS, CABINETS OR ANYTHING THAT MIGHT HOLD AN OBJECT BY PUSHING AGAINST THEM WITH THE UP ARROW AND HITTING THE "A" BUTTON. WHEN YOU STEP OUTSIDE THE ROOM, YOU WILL FIND EDDIE AND ROGER IN THE CLOSE-UP SIDE VIEW OF THE EXTERIOR OF THE BUILDING. AGAIN YOU HAVE THE CHOICE OF MOVING AROUND THIS SCREEN, WALKING BACK INTO THE BUILDING THRU THE FRONT DOOR OR EXITING TO THE OVERHEAD MAP SCREEN VIA THE BOTTOM OF THE SCREEN. IF EDDIE IS FACING SIDEWAYS, THE "A" BUTTON IS USED TO SAY "CAN YOU HELP ME?" AND ASK A QUESTION OF ANYONE ELSE WHO HAPPENS TO PASS BY. NOTE: YOU CAN ALWAYS LEAVE A ROOM OR MOVE FROM THE SIDEWALK TO THE OVERHEAD MAP SCREEN BY WALKING OFF THE BOTTOM OF THE SCREEN.

WHEN ENTERING SOME OF THE LARGER BUILDINGS, YOU FIND THE FIRST AREA EDDIE ENCOUNTERS WILL BE A HALL-WAY WHICH LEADS TO SEVERAL DOORS. EACH DOOR WILL TAKE YOU TO A SEPARATE ROOM. YOU HAVE TO STAY ALERT BECAUSE THAT SILLY ROGER HAS A TENDENCY TO WANDER

OFF IN THESE LARGER AREAS AND YOU MAY SOON FIND HIM IN TROUBLE.

IN THE CLOSE-UP SIDE VIEW YOU WILL BE ABLE TO USE THE VARIOUS OBJECTS THAT YOU HAVE COLLECTED. JUST HOLD **SELECT** AND USE THE **LEFT** AND **RIGHT** ARROWS TO SWITCH BETWEEN THE DIFFERENT OBJECTS IN YOUR POSSESSION. IF YOU HAVEN'T FOUND ANY WEAPONS OR TOOLS YET, DON'T WORRY, BECAUSE WHEN YOU FIRST START THE GAME, PUSHING THE "B" BUTTON WILL ALLOW EDDIE TO USE HIS FIST AS A WEAPON. UNFORTUNATELY IT WON'T STOP THE WEASELS FOR LONG. HOWEVER, IF YOU PRESS THE "B" BUTTON VERY RAPIDLY, EDDIE WILL WINDUP TO THROW A MORE POWERFUL PUNCH. CAREFUL THOUGH, BECAUSE EDDIE DOESN'T MANEUVER VERY WELL IN HIS WINDUP POSITION AND HE IS QUITE VULNERABLE AT THIS TIME.

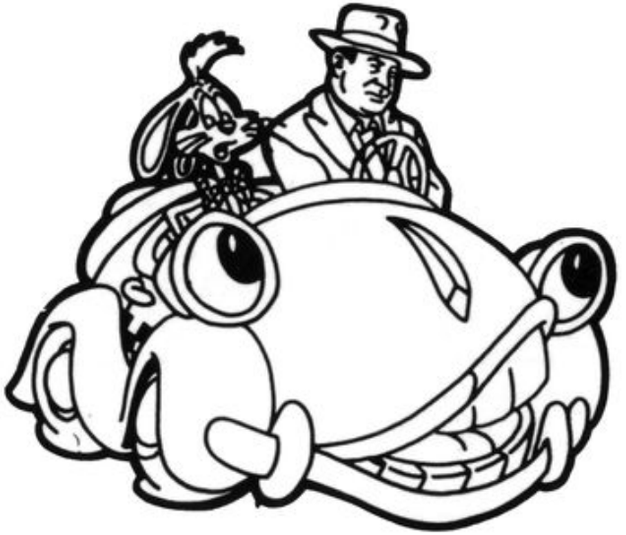
HOW TO USE THE CONTROLLER



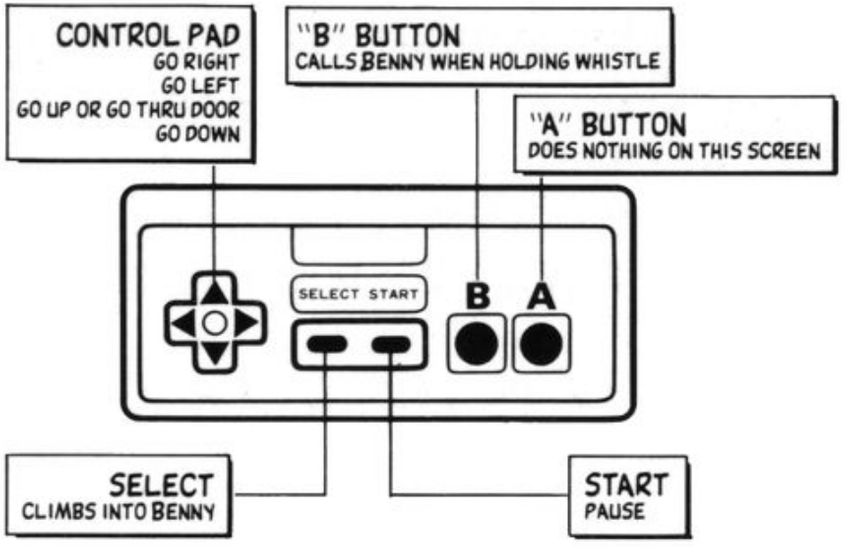
4 OVERHEAD MAP SCREEN

IF YOU ARE IN FRONT OF THE BUILDING, AFTER LEAVING EDDIE'S OFFICE AND YOU MOVE TOWARD THE BOTTOM OF THE SCREEN YOU WILL FIND ROGER AND EDDIE ON THE OVERHEAD MAP SCREEN. NOW YOU ARE ABLE TO WALK DOWN THE ROAD, EXPLORE OTHER BUILDINGS OR SEARCH THE WOODED AREA. THE PROBLEM IS THAT THOSE PESKY WEASELS ARE GOING TO BE CHASING YOU EVERYWHERE YOU GO.

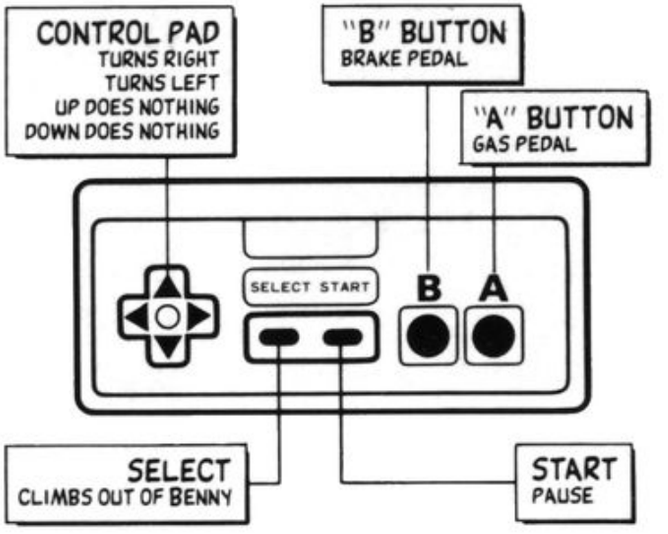
ONE WAY TO OUTRUN THEM IS TO CATCH A RIDE WITH BENNY. WHAT'S THAT, YOU DON'T SEE BENNY AROUND? WELL IF YOU'RE HOLDING THE WHISTLE, PUSH THE "B" BUTTON AND YOU CAN CALL HIM. BUT IT ONLY WORKS WHEN EDDIE IS STANDING IN THE ROAD. IF YOU HAVEN'T FOUND THE WHISTLE YET, YOU'LL JUST HAVE TO WALK AROUND AND LOOK FOR HIM. ONCE BENNY IS FOUND, RUN OVER TO HIM AND PUSH THE SELECT BUTTON. THIS WILL PLACE EDDIE AND ROGER IN THE FRONT SEAT. THE CONTROL PAD WILL TURN BENNY LEFT AND RIGHT, WHILE THE "A" BUTTON IS THE GAS PEDAL AND THE "B" BUTTON IS THE BRAKE. BENNY CAN'T LEAVE THE ROAD, SO EXPLORING THE WOODS AND CAVES IN THE PARK MUST BE DONE ON FOOT. HOWEVER DRIVING BENNY IS THE ONLY WAY TO GO THRU THE TUNNELS LEADING INTO ANOTHER SECTION.



HOW TO USE THE CONTROLLER (WHEN ON FOOT)



HOW TO USE THE CONTROLLER (WHEN IN BENNY)



UH OH, THE WEASELS CAUGHT ROGER!

IN THE OVERHEAD MAP SCREEN YOU WEREN'T QUICK ENOUGH IN OUTMANEUVERING THE WEASELS, THEY GRABBED ROGER AND YOU FIND YOURSELF BACK IN THE CLOSE-UP SIDE VIEW. THE BIG DUMB WEASEL NAMED "STUPID" IS ABOUT TO SMASH YOUR BUDDY WITH A BASEBALL BAT. JUST BEFORE HE SWINGS, ROGER ASKS A QUESTION WHICH IS THE OPENING TO A JOKE. IF YOU CAN COME UP WITH THE CORRECT PUNCHLINE IN NINE "TOON" SECONDS, THE WEASELS WILL LAUGH HARD ENOUGH WHICH CAUSES THEM TO RELEASE ROGER, GIVING HIM TIME TO ESCAPE.

AT THE TOP OF THE SCREEN YOU WILL SEE A ROW OF SMALL SQUARES. THESE ARE THE PUNCHLINES THAT YOU HAVE TO CHOOSE FROM. HOLD THE SELECT KEY WHILE PRESSING

THE LEFT AND RIGHT ARROWS TO PAGE THRU THE LIST. WHEN YOU THINK YOU HAVE THE RIGHT ANSWER, PRESS THE "A" OR "B" BUTTON. IF YOU GUESS WRONG OR RUN OUT OF TIME, ROGER GETS HIT AND YOU LOSE ONE OF YOUR "CLAP BOARDS". LOSE THEM ALL AND THE GAME IS OVER. IT'S NOT TOO HARD WHEN YOU ONLY HAVE A FEW PUNCHLINES, BUT IT GETS A LOT TOUGHER WHEN THE WHOLE ROW IS FULL. BY THE WAY, EDDIE CAN ACCIDENTALLY GET A NEW PUNCHLINE WHEN HE SEARCHES THE WRONG PLACE. SO BE CAREFUL.

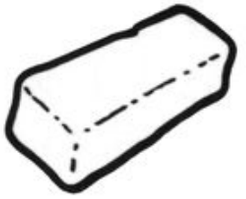
6 WHAT TO VISIT ON YOUR STAY IN L.A.

THERE ARE CAVES TO BE FOUND IN THE PARK AREA, WHICH IS ABOVE THE CITY OF L.A. WHAT IS INSIDE THESE CAVES AND WHERE DO THEY LEAD? WE'RE NOT TELLING. SO I GUESS YOU HAD BETTER JUST CHECK THEM OUT.

AS IN ALL BIG CITIES, YOU NEED TO KEEP YOUR EYE OUT FOR CERTAIN DANGERS. FALLING FLOWER POTS AND BOTTLES ARE A PROBLEM IF YOU STAY ON THE SIDEWALKS AND THERE ARE SPEEDING CARS TO AVOID IN THE STREETS, AND EVERY TIME YOU TURN AROUND, HERE COME THOSE PESKY WEASELS AGAIN. SURE, YOU CAN OUT RUN THEM IN BENNY, BUT WHAT WILL YOU DO WHEN THEY JUMP IN THEIR PADDY-WAGON? AHH, LIFE IN THE BIG CITY, AIN'T IT GREAT?

7 WEAPONS AND POWER ITEMS [some, but not all]

'CROWBAR



BRICK

FIST

BASEBALL

FISHBONE

SPRING SHOES

DYNAMITE

BOMB

ROSE

PASSWORD

PORTABLE HOLE

WALLET

WHISTLE

SIX SHOOTER

EXPLODING CIGAR

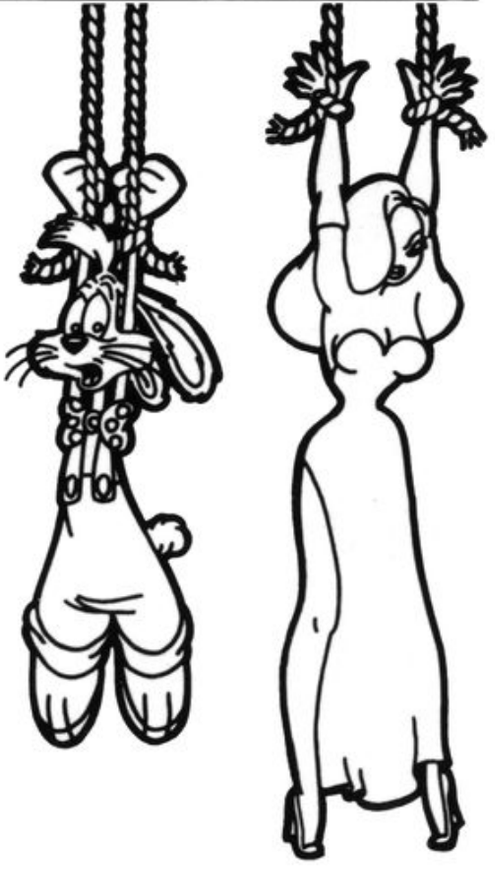
GLOVE

??????????

WHEN HOLDING ANY OBJECTS THAT ARE FOUND IN THE GAME, THE "B" BUTTON CAUSES SOME OF THEM TO BE USED, SOME TO BE THROWN, AND SOME TO BE JUST PLACED ON THE GROUND. TO CHOOSE ANOTHER OBJECT, HOLD SELECT AND MOVE BACK AND FORTH WITH THE LEFT AND RIGHT ARROWS. EACH OBJECT HAS A DIFFERENT PURPOSE AND

SOME CAN BE USED REPEATEDLY WHILE OTHERS ONLY ONCE. FOR EXAMPLE, THE CROWBAR CAN BE THROWN AT A LOCKED DOOR IN ORDER TO BREAK THE LOCK. THE WHISTLE IS USED TO CALL BENNY TO COME PICK UP EDDIE AND ROGER. ON THE OTHER HAND THE CIGAR IS PLACED ON THE GROUND WHERE A TOON OR HUMAN CAN PICK IT UP AND HAVE IT EXPLODE ON THEM. WHAT ABOUT ALL THE OTHER OBJECTS IN THE GAME? HOW MANY DIFFERENT ONES ARE THERE? HOW DO YOU MAKE USE OF THEM? WHERE ARE THEY LOCATED? WELL, YOU'RE THE DETECTIVE, YOU FIGURE IT OUT.

STRATEGY



IN AN ADVENTURE GAME SUCH AS THIS, IT ALWAYS HELPS TO DRAW A MAP AND LIST THE LOCATION OF THE VARIOUS OBJECTS THAT YOU PICK UP. BE SURE AND WRITE DOWN THE CLUES THAT YOU FIND. IT MIGHT TAKE A WHILE TO FIGURE OUT WHAT THEY MEAN, BUT BE PERSISTENT. SOME AREAS MAY NOT BE ACCESSIBLE WHEN YOU FIRST START THE GAME. DON'T WORRY, YOU JUST HAVEN'T FOUND THE RIGHT WAY TO ENTER THAT SECTION. FOR INSTANCE, SOME DOORS HAVE LOCKS ON THEM. THERE IS A WAY TO GET IN AND ALL YOU HAVE TO DO IS FIGURE IT OUT.

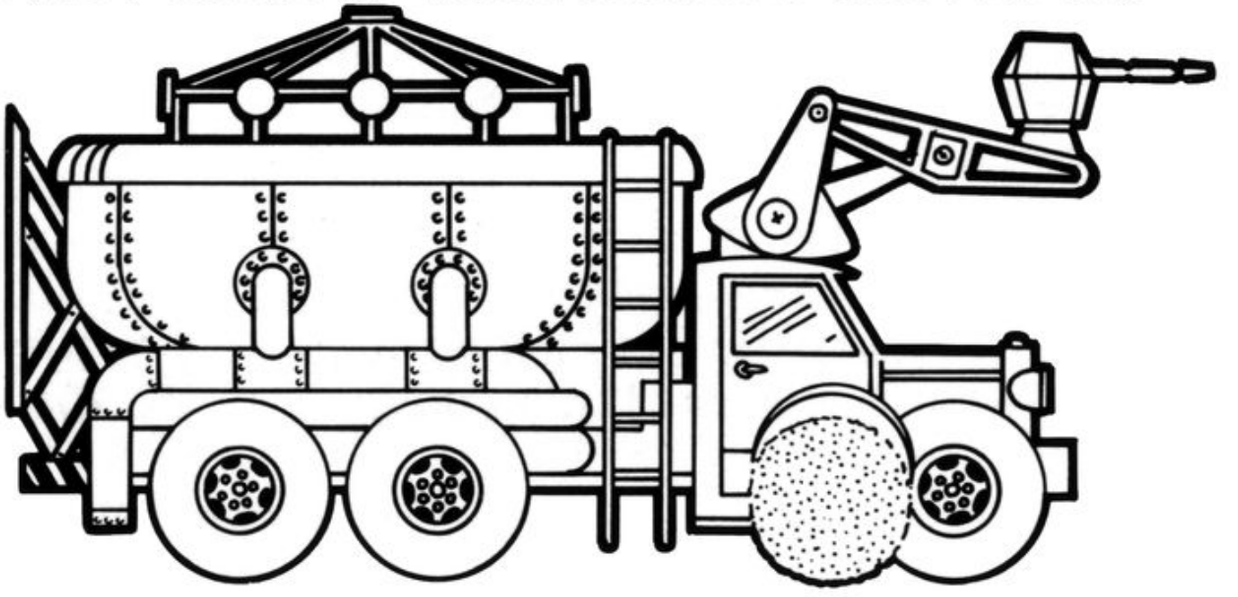
CLUE: AS TIME GOES ON, YOU WILL FIND THAT JUDGE DOOM IS BUYING UP MORE AND MORE OF THE L.A. AREA. AND THE JUDGE LIKES TO KEEP HIS BUILDINGS LOCKED. BREAKING AND ENTERING MAY SET OFF AN

ALARM AND FORCE EDDIE TO HURRY HIS INVESTIGATION TO AVOID BEING CAPTURED BY THE CROOKED COPS ON DOOM'S PAYROLL. YOU'VE BEEN WARNED.

ANOTHER HINT FOR A BUDDING YOUNG DETECTIVE IS TO EXPLORE EVERYWHERE AND EVERYTHING. AND THEN EXPLORE SOME MORE. CURIOSITY MIGHT HAVE KILLED THE CAT, BUT IT IS THE ONLY THING THAT WILL GET YOU THROUGH THIS CRAZY CITY.

OKAY, LET'S SAY THAT YOU FOUND ALL THE OBJECTS (MAYBE), SOLVED ALL THE CLUES, (YOU THINK) AND YOU KNOW YOUR WAY AROUND TOONTOWN, LIKE THE BACK OF YOUR HAND. JUST AS YOU GET TO THE TOON WAREHOUSE, ROGER IS GRABBED BY THE WEASELS AND THEY DISAPPEAR INSIDE. THIS TIME THE STANDARD WAYS YOU DISCOVERED TO USE YOUR WEAPONS JUST DON'T SEEM TO CUT IT. OKAY, NOW WHAT DO YOU DO?

CLUE: IT'S TIME TO EXPERIMENT. REMEMBER HOW EDDIE GOT BY THE JUDGE'S HENCHMEN IN THE MOVIE? SOME OF YOUR OBJECTS JUST MIGHT HAVE A DUAL FUNCTION IN THIS SCENE. GUESS WHICH ONES AND HOW TO USE THEM, AND YOU'LL FIND YOURSELF FACING THE BIG BOSSMAN HIMSELF.



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It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

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- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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Game Pak "NES-GP"

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